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S1	0	visual and image and sinal and (transmitting near device) and (signal near pattern) and recording and communication	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/01/02 09:27
S2	3	visual and image and sinal and transmitting and pattern and recording and communication	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2003/01/02 10:04
S3	1	("5613070").PN.	USPAT; USOCR	OR	OFF	2003/01/02 10:01
S4	1	("5369755").PN.	USPAT; USOCR	OR	OFF	2003/01/02 10:01
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S10	70	(remot\$4 and transmit\$4 and displaying and camera and automatically) and controlling and (visual near record\$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/01/21 12:24
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S14	30	(remot\$4 and transmit\$4 and blob\$3 and pixel) and pixels and (visual near pattern)	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2004/01/21 14:48
S15	376	(signal near3 pattern) and transmit\$4 and recording and bi-directional	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/25 07:41
S16	20	S15 and detector and (image adj pattern)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/25 07:42
S17	17	S16 and @ad <= "20000816"	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/25 07:42



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Diana Moore, Michael Neuman

April 1996 **Crossroads**, Volume 2 Issue 4Full text available: [html\(44.24 KB\)](#) Additional Information: [full citation](#), [index terms](#)**142** [Unreliable failure detectors for reliable distributed systems](#)

Tushar Deepak Chandra, Sam Toueg

March 1996 **Journal of the ACM (JACM)**, Volume 43 Issue 2Full text available: [pdf\(3.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

We introduce the concept of unreliable failure detectors and study how they can be used to solve Consensus in asynchronous systems with crash failures. We characterise unreliable failure detectors in terms of two properties—completeness and accuracy. We show that Consensus can be solved even with unreliable failure detectors that make an infinite number of mistakes, and determine which ones can be used to solve Consensus despite any number of crashes, and which ones require a majority ...

Keywords: Byzantine Generals' problem, agreement problem, asynchronous systems, atomic broadcast, commit problem, consensus problem, crash failures, failure detection, fault-tolerance, message passing, partial synchrony, processor failures

143 [Image snapping](#)

Michael Gleicher

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**Full text available: [pdf\(309.63 KB\)](#) [ps\(2.81 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**144** [The computation of optical flow](#)

S. S. Beauchemin, J. L. Barron

September 1995 **ACM Computing Surveys (CSUR)**, Volume 27 Issue 3Full text available: [pdf\(3.06 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Two-dimensional image motion is the projection of the three-dimensional motion of objects, relative to a visual sensor, onto its image plane. Sequences of time-

ordered images allow the estimation of projected two-dimensional image motion as either instantaneous image velocities or discrete image displacements. These are usually called the optical flow field or the image velocity field. Provided that optical flow is a reliable approximation to two-dimensional ...

145 Failure detectors and the wait-free hierarchy (extended abstract)

Gil Neiger

August 1995 **Proceedings of the fourteenth annual ACM symposium on Principles of distributed computing**


Full text available:  pdf(1.26 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



146 Holland classifier systems

Andreas Geyer-Schulz

June 1995 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on Applied programming languages**, Volume 25 Issue 4

Full text available:  pdf(1.28 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)




A Holland classifier system is an adaptive, general purpose machine learning system which is designed to operate in noisy environments with infrequent and often incomplete feedback. Examples of such environments are financial markets, stock management systems, or chemical processes. In financial markets, a Holland classifier system would develop trading strategies, in a stock management system order heuristics, and in a chemical plant it would perform process control. In this paper we descr ...

Keywords: bucket brigade, classifier system, genetic algorithm, machine learning, triggered operations

147 Using visual texture for information display

Colin Ware, William Knight

January 1995 **ACM Transactions on Graphics (TOG)**, Volume 14 Issue 1

Full text available:  pdf(5.48 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)



Results from vision research are applied to the synthesis of visual texture for the purposes of information display. The literature surveyed suggests that the human visual system processes spatial information by means of parallel arrays of neurons that can be modeled by Gabor functions. Based on the Gabor model, it is argued that the fundamental dimensions of texture for human perception are orientation, size (1/frequency), and contrast. It is shown that there are a number of trade-offs in ...

Keywords: Gabor functions, information display, scientific visualization, texture, visualization

148 Digital video segmentation

A. Hampapur, T. Weymouth, R. Jain

October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available:  pdf(804.31 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



The data driven, bottom up approach to video segmentation has ignored the inherent structure that exists in video. This work uses the model driven approach to digital video segmentation. Mathematical models of video based on video production techniques are formulated. These models are used to classify the edit effects used in video and film production. The classes and models are used to systematically design the feature detectors for detecting edit effects in digital video. Digital video se ...

149 Machine translation (methods): Symmetric pattern matching analysis for English coordinate structures

Akitoshi Okumura, Kazunori Muraki

October 1994 **Proceedings of the fourth conference on Applied natural language processing**

Full text available:  [pdf\(570.79 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

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The authors propose a model for analyzing English sentences including coordinate conjunctions such as "and", "or", "but" and the equivalent words. Syntactic analysis of the English coordinate sentences is one of the most difficult problems for machine translation (MT) systems. The problem is selecting, from all possible candidates, the correct syntactic structure formed by an individual coordinate conjunction, i.e. determining which constituents are coordinated by the conjunction. Typically, so ma ...

150 Machine translation: Improvement in customizability using translation templates

Satoshi Kinoshita, Akira Kumano, Hideki Hirakawa

August 1994 **Proceedings of the 15th conference on Computational linguistics - Volume 1**


Full text available:  [pdf\(441.26 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper outlines customization of a machine translation system using translation templates, which enable users to represent the bilingual knowledge needed for complex translation. To evaluate their effectiveness, we analyzed a bilingual text to estimate the improvement in customizability. The result shows that about 60% of mistranslated sentences can be translated as model translations by combining the proposed framework with the conventional customizing functions.

151 Multi-media RISC informatics: retrieving information with simple structural components

Daniela Rus, Devika Subramanian

December 1993 **Proceedings of the second international conference on Information and knowledge management**

Full text available:  [pdf\(1.42 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

152 INCREDYBLE-TG: INCREmental DYnamic test generation based on LEarning

Irith Pomeranz, Sudhakar M. Reddy

July 1993 **Proceedings of the 30th international conference on Design automation**

Full text available:  [pdf\(697.56 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

153 Patterns: building blocks for object-oriented architectures3

Bruce Anderson, Peter Coad, Mark Mayfield


April 1993 **ACM SIGPLAN OOPS Messenger , Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum), Volume 5 Issue 2**

Full text available:  [pdf\(523.11 KB\)](#) Additional Information: [full citation](#), [index terms](#)

154 Segmentation of merged characters by neural networks and shortest-path

Jin Wang, Jack Jean

March 1993 **Proceedings of the 1993 ACM/SIGAPP symposium on Applied computing: states of the art and practice**

Full text available:  [pdf\(833.10 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

155 Patterns

Peter Coad, Mark Mayfield

December 1992 **ACM SIGPLAN OOPS Messenger , Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum)**, Volume 4 Issue 2Full text available:  [pdf\(264.33 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)**156** Reverse engineering: SCRUPLE: a reengineer's tool for source code search

Santanu Paul

November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 1**Full text available:  [pdf\(1.06 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

For software maintainers and reengineers confronted with the task of locating an *interesting* section of source code, a slow, painstaking scan of the source code using grep like tools is often the only available option. Similar problems arise in code optimization and program understanding. To alleviate the situation, we have in the past proposed a scheme for defining *pattern languages* using which one can specify *interesting* code features [13]. This paper addresses the automat ...

**157** The weakest failure detector for solving consensus

Tushar Deepak Chandra, Vassos Hadzilacos, Sam Toueg

October 1992 **Proceedings of the eleventh annual ACM symposium on Principles of distributed computing**Full text available:  [pdf\(1.07 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**158** Orderable dimensions of visual texture for data display: orientation, size and contrast

Colin Ware, William Knight


June 1992 **Proceedings of the SIGCHI conference on Human factors in computing systems**Full text available:  [pdf\(874.91 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Vision research relating to the human perception of texture is briefly reviewed with a view to arriving at the principal dimensions of visual texture useful for data display. The conclusion is that orientation, size (1/spatial frequency), and contrast (amplitude) are the primary orderable dimensions of texture. Data displayed using these texture parameters will be subject to similar distortions to those found when color is used. Textures synthesized using Gabor function primitives can be mo ...

Keywords: cartography, scientific visualization, visual texture

**159** Improving edge detection by an objective edge evaluation

Qiuming Zhu

April 1992 **Proceedings of the 1992 ACM/SIGAPP Symposium on Applied computing: technological challenges of the 1990's**Full text available:  [pdf\(919.92 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)**160** Computational strategies for object recognition

Paul Suetens, Pascal Fua, Andrew J. Hanson

March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

Full text available:  [pdf\(6.37 MB\)](#)[terms](#), [review](#)

This article reviews the available methods for automated identification of objects in digital images. The techniques are classified into groups according to the nature of the computational strategy used. Four classes are proposed: (1) the simplest strategies, which work on data appropriate for feature vector classification, (2) methods that match models to symbolic data structures for situations involving reliable data and complex models, (3) approaches that fit models to the photometry and ...

Keywords: image understanding, model-based vision, object recognition

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